



Fighter 1
CLASS & LEVEL

Half-Elf
RACE/ANCESTRY/HERITAGE

Soldier
BACKGROUND

STR
+2
14

+2 PROFICIENCY
BONUS

ARMOR
CLASS
(AC) INITIATIVE SPEED
16 +3 30 ft.

Armor Worn: chain mail

HIT POINTS HIT DICE
12 1d10

DEATH SAVES: Success O O O Fail O O O

WEAPON & UNARMED ATTACKS

Basic Attack. One target per Attack action.

Shortsword. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 piercing damage.

Scimitar. *Melee Weapon Attack:* +5 to hit, reach 5 ft. *Hit:* 1d6+3 slashing damage.

Hand Crossbow *Ranged Weapon Attack:* +5 to hit. *Hit:* 1d6+3 piercing damage. (Normal range to 30 ft.; disadvantage long range 31 to 120 ft. Reloading limits to only one attack per round regardless of extra attacks.)

MAGIC, FEATS & SPECIAL ATTACKS

Fighting Style: Two-Weapon Fighting. Add ability modifier to damage of second weapon's hits.

Soldier Background [PHB p. 140]

- **Feature:** Military Rank.
- **Traits:** Was in a dragon-slaying crew. Outgoing attitude.
- **Ideal:** Duty to protect the people.
- **Bond:** Raised from the dead twice.
- **Flaw:** Sees mercy as weakness.

PROFICIENCIES & LANGUAGE

Armor: light armor, medium armor, heavy armor, shields

Weapons: simple weapons, martial weapons

Tools: gaming set (dice set), vehicles (land craft)

Saving Throws: Strength, Constitution

Skills: Acrobatics, Animal Handling, Athletics, Intimidation, Perception, Survival

Languages: Common, Elvish, Halfling

RACE

Half-Elf Traits [PHB p. 38]

- Creature Type: Humanoid
- Age: 62 years old
- Medium Size (5' 7", 160 lbs.)
- Darkvision (60 feet)
- Fey Ancestry (vs. charm, no sleep)

CLASS

Fighter Class Features [PHB p. 70]

- Fighting Style (Two-Weapon Fighting)
- Second Wind (regain 1d10+1 h.p.)
- Maneuver Save DC 13

EQUIPMENT & TREASURE

Carried Gear [PHB, p. 143]: chain mail armor (AC 16), shortsword, hand crossbow and 20 bolts, longbow and 20 arrows, gaming set (playing card set), belt pouch, set of common clothes, an insignia of rank, trophy taken from fallen enemy. (This load is about 120 lbs.; add 1 lb. per 50 coins carried.)

Coins & Gems: 15 gold pieces (gp); 13 silver pieces (sp); 9 copper pieces (cp); 3 gems (worth 10 gp each)

DEX
+3
16

SAVING THROWS

- +4 Strength Saves *
 - +3 Dexterity Saves
 - +4 Constitution Saves *
 - +0 Intelligence Saves
 - +1 Wisdom Saves
 - +0 Charisma Saves
- * *Prof. bonus added*

CON
+2
14

INT
+0
10

WIS
+1
12

CHA
+0
10